EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	54	(shortcut same (keystroke or ((soft or hot) adj key)) same combination)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:39
L2	50	(shortcut same (keystroke or ((soft or hot) adj key)) same (table or window))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:52
L3	20	1 and 2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:37
L4	83	(shortcut same (keystroke or ((soft or hot) adj key)) same (table or window or event or location or date))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:39
L5	96	(shortcut same (keystroke or softkey or hotkey or ((soft or hot) adj key)) same (table or window or event or location or date))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:39
L6	26	5 and (shortcut same (keystroke or ((soft or hot) adj key)) same combination)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:45
L7	83	5 and (shortcut same (keystroke or ((soft or hot) adj key)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:46
L8	0	7 and (query and retriev$6 and table and record) with ((shortcut or keystroke or key) and context)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:47
L9	1	7 and (query and retriev$6) and ((table and record) with ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:48

EAST Search History

L10	2	7 and (query or search$5) and ((table and record) with ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:48
L11	2	7 and quer$5 and ((table and record) with ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:49
L12	1	7 and quer$5 with ((table and record) and ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:49
L13	154	quer$5 with ((table and record) and ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 13:00
L14	117	13 and ("345"/$.ccls. or "707"/$.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:49
L15	33	14 and ((table or record) with ((shortcut or keystroke or key) and context))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:50
L16	1	15 and shortcut same (keystroke or softkey or hotkey or ((soft or hot) adj key))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 12:53
L17	1	15 and quer$5 and table and record and interface and (shortcut or keystroke or softkey or hotkey or ((soft or hot) adj key) or (key adj stroke)) and context	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 13:02
L18	32	15 and quer$5 and table and record and interface and context	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 13:02

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   context having a context table name and context field name (see figs. 3 and 4)and shortcut, which is entered thru user interface and has a shortcut field name set (fig. 4)and both context and shortcut are retrievable.
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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	351	context with (shortcut or softkeys! or hotkeys! or ((soft or hot) adj keys!) or keystrokes! or (key adj strokes!))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:39
L2	76	1 and interface and table and query	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:17
L3	9	1 and interface and table and query and (record with table)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:24
L4	7	1 and (context and shortcut) with field	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:26
L5	67	1 and (shortcut or softkey or hotkey or ((soft or hot) adj key) or keystroke or (key adj strokes)) with combin$8	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:39
L6	543	context and (shortcut or softkeys! or hotkeys! or ((soft or hot) adj keys!) or keystrokes! or (key adj strokes!)) and interface and query and (table with record)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:43
L7	1	6 and stylus adj motion	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:40
L8	182	stylus adj motion	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:40
L9	10	8 and (shortcut or softkeys! or hotkeys! or ((soft or hot) adj keys!) or keystrokes! or (key adj strokes!))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:42

EAST Search History

L10	7	9 and table and field and record	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:42
L11	0	8 and (keystroke or (key adj stroke)) adj4 combinatioin	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:44
L12	1	8 and (keystroke or (key adj stroke)) adj4 combination	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:44
L13	640	(keystroke or (key adj stroke)) adj4 combination	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:44
L14	10	13 and context with field	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/09 11:44

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1 Short papers: Inducing shortcuts on a mobile phone interface   ◼
       Robert Bridle, Eric McCreath
       January 2006 **Proceedings of the 11th international conference on Intelligent user
                    interfaces IUI '06**
       Publisher: ACM Press
       Full text available: 📄 pdf(510.18 KB)   Additional Information: full citation, abstract, references, index terms

       Due to size restrictions, mobile phone user interfaces are often difficult to use[8]. In this
       short paper, we investigated inducing shortcuts to replace the sequence of actions
       required to complete common tasks on a mobile phone. In particular, we used mobile
       phone interaction data to evaluate several methods for inducing shortcuts. We considered
       the balance between maximising interface efficiency and shortcuts that remained stable
       and hence predictable.

       Keywords: adaptive user-interface, mobile phone interfaces, user oriented machine
       learning

2 Industrial: Context management for end user development of context-aware   ◼
       applications
       Panu Korpipää, Esko-Juhani Malm, Ilkka Salminen, Tapani Rantakokko, Vesa Kyllönen, Ilkka
       Känsälä
       May 2005 **Proceedings of the 6th international conference on Mobile data
                management MDM '05**
       Publisher: ACM Press
       Full text available: 📄 pdf(114.52 KB)   Additional Information: full citation, abstract, references

       Mobile device context-aware features should be closely coupled to the end user demands.
       This is achieved by enabling end user development of context-aware applications. A
       context framework and a tool are presented for facilitating easy customization of context-
       aware features into existing mobile terminal applications. A blackboard-based context
       framework for mobile devices is extended with a component for handling user-defined
       context-action rules, and a component for activating application acti ...

       Keywords: application control, context framework, context representation, customization
       tool, mobile application, personalization

3

Mobile services and technology track: SmartRestaurant: mobile payments in context-aware environment

Janne Lukkari, Jani Korhonen, Timo Ojala
March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**
Publisher: ACM Press
Full text available: pdf(408.85 KB)　　Additional Information: full citation, abstract, references, index terms

Mobility, context-awareness and payment combined provide a customer with a completely new setting of consuming services at any time and any place. We introduce SmartRestaurant service, which allows customers to use mobile devices for ordering and paying lunches from a nearby campus restaurant beforehand. Further, SmartRestaurant provides the restaurant with means of adjusting the sales with production capacity and prior knowledge of upcoming orders. We present a user evaluation of the system in ...

Keywords: B2C, context-aware, indirect mCommerce, mobile payment

4　Short papers: Spheres of role in context-awareness

Ivo Widjaja, Sandrine Balbo
November 2005 **Proceedings of the 19th conference of the computer-human interaction special interest group (CHISIG) of Australia on Computer-human interaction: citizens online: considerations for today and the future OZCHI '05**
Publisher: Computer-Human Interaction Special Interest Group (CHISIG) of Australia
Full text available: pdf(219.94 KB)　　Additional Information: full citation, abstract, references

This paper outlines a conceptual view in characterising context awareness by its roles in user interaction within a context-aware application. We propose three high-level spheres of role based on the extent of how the context is used to influence the interaction, namely **interpretation, representation**, and **effectuation.** The challenges in performing each of these roles are briefly discussed. Our perspective of looking at context-awareness provides alternative approach for choosing le ...

Keywords: context-awareness, context-sensitive, spheres of roles

5　Mobile interfaces: Sensing and visualizing spatial relations of mobile devices

Gerd Kortuem, Christian Kray, Hans Gellersen
October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**
Publisher: ACM Press
Full text available: pdf(816.32 KB)　　Additional Information: full citation, abstract, references, index terms

Location information can be used to enhance interaction with mobile devices. While many location systems require instrumentation of the environment, we present a system that allows devices to measure their spatial relations in a true peer-to-peer fashion. The system is based on custom sensor hardware implemented as USB dongle, and computes spatial relations in real-time. In extension of this system we propose a set of spatialized widgets for incorporation of spatial relations in the user interfa ...

Keywords: context-aware computing, location systems, mobile computing, spatial relations, spatially-aware interfaces

6　The context toolkit: aiding the development of context-enabled applications

Daniel Salber, Anind K. Dey, Gregory D. Abowd

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit CHI '99**
Publisher: ACM Press

Full text available: pdf(1.15 MB)   Additional Information: full citation, abstract, references, citings, index terms

Context-enabled applications are just emerging and promise richer interaction by taking environmental context into account. However, they are difficult to build due to their distributed nature and the use of unconventional sensors. The concepts of toolkits and widget libraries in graphical user interfaces has been tremendously successtil, allowing programmers to leverage off existing building blocks to build interactive systems more easily. We introduce the concept of context widgets ...

Keywords: applications development, context-eabled or context-aware computing, toolkits, ubiquitous computing, widgets

7 Personal customisation of mobile phones: a case study

Jonna Häkkilä, Craig Chatfield
October 2006 **Proceedings of the 4th Nordic conference on Human-computer interaction: changing roles NordiCHI '06**
Publisher: ACM Press

Full text available: pdf(318.06 KB)   Additional Information: full citation, abstract, references, index terms

Mobile phones are highly personal, customisable mobile computing devices that allow users to precisely control how they interact with the device and their environment. This paper examines the process of customisation and seeks to identify how this customisation can be improved as the rate of adoption of new phones increases. We present a user case study of how 60 mobile phone users personalised their mobile phones during the first few weeks of ownership, and how they perceived different personal ...

Keywords: customisation, mobile.computing, mobile phones, personalisation

8 Capturing summarizability with integrity constraints in OLAP

Carlos A. Hurtado, Claudio Gutierrez, Alberto O. Mendelzon
September 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 3
Publisher: ACM Press

Full text available: pdf(710.79 KB)   Additional Information: full citation, abstract, references, index terms, review

In multidimensional data models intended for online analytic processing (OLAP), data are viewed as points in a multidimensional space. Each dimension has structure, described by a directed graph of categories, a set of members for each category, and a child/parent relation between members. An important application of this structure is to use it to infer summarizability, that is, whether an aggregate view defined for some category can be correctly derived from a set of precomputed views defined f ...

Keywords: OLAP, data warehousing, integrity constraints, query-optimization, summarizability

9 Regular contributions: Lifetrak: music in tune with your life

Sasank Reddy, Jeff Mascia
October 2006 **Proceedings of the 1st ACM international workshop on Human-centered multimedia HCM '06**
Publisher: ACM Press

Full text available: 🔁 pdf(669.39 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Advances in sensing technology and wider availability of network services is beckoning the use of context-awareness in ubiquitous computing applications. One region in which these technologies can play a major role is in the area of entertainment. Particularly, context-awareness can be used to provide higher quality interaction between humans and the media they are interacting with. We propose a music player, Lifetrak, that is in tune with a person's life by using a context-sensitive music engin ...

Keywords: context, entertainment, mobile, music, sensors

10 <u>Personal assistants 2: Fewer clicks and less frustration: reducing the cost of reaching the right folder</u>
Xinlong Bao, Jonathan L. Herlocker, Thomas G. Dietterich
January 2006 **Proceedings of the 11th international conference on Intelligent user interfaces IUI '06**
Publisher: ACM Press
Full text available: 🔁 pdf(328.37 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Helping computer users rapidly locate files in their folder hierarchies has become an important research topic in today's intelligent user interface design. This paper reports on FolderPredictor, a software system that can reduce the cost of locating files in hierarchical folders. FolderPredictor applies a cost-sensitive prediction algorithm to the user's previous file access information to predict the next folder that will be accessed. Experimental results show that, on average, FolderPredictor ...

Keywords: activities, directories, folders, intelligent user interfaces, machine learning, prediction, recommendation, shortcuts, tasks, user interface

11 <u>On the complexity of nonrecursive XQuery and functional query languages on complex values</u>
Christoph Koch
December 2006 **ACM Transactions on Database Systems (TODS),** Volume 31 Issue 4
Publisher: ACM Press
Full text available: 🔁 pdf(700.17 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

This article studies the complexity of evaluating functional query languages for complex values such as monad algebra and the recursion-free fragment of XQuery. We show that monad algebra, with equality restricted to atomic values, is complete for the class $TA[2^{O(n)}, O(n)]$ of problems solvable in linear exponential time with a linear number of alternations if the query is assumed to be part of the input. The monotone fragment of monad algebra with atomic va ...

Keywords: Complex values, XML, XQuery, complexity, conservativity, expressiveness, monad algebra, nested-relational algebra

12 <u>Data Access and Knowledge Management: Advanced grouping and aggregation for data integration</u>
Eike Schallehn, Kai-Uwe Sattler, Gunter Saake
October 2001 **Proceedings of the tenth international conference on Information and knowledge management CIKM '01**
Publisher: ACM Press
Full text available: 🔁 pdf(570.54 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

New applications from the areas of analytical data processing and data integration require powerful features to condense and reconcile available data. As outlined in [1], the general concept of grouping and aggregation appears to be a fitting paradigm for a number of these issues, but in its common form of equality based groups or with current extensions like simple user-defined functions to derive group-by values on a per tuple basis and restricted aggregate functions a number of problems remai ...

13 Stateful distributed interposition
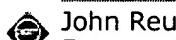
John Reumann, Kang G. Shin
February 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 1
Publisher: ACM Press

Full text available: pdf(833.84 KB)   Additional Information: full citation, abstract, references, index terms

Interposition-based system enhancements for multitiered servers are difficult to build because important system context is typically lost at application and machine boundaries. For example, resource quotas and user identities do not propagate easily between cooperating services that execute on different hosts or that communicate with each other via intermediary services. Application-transparent system enhancement is difficult to achieve when such context information is obscured by complex servic ...

Keywords: Distributed computing, component services, distributed context, multitiered services, operating systems, server consolidation

14 Modeling user behavior: Predicting human interruptibility with sensors: a Wizard of Oz feasibility study

Scott Hudson, James Fogarty, Christopher Atkeson, Daniel Avrahami, Jodi Forlizzi, Sara Kiesler, Johnny Lee, Jie Yang
April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '03**
Publisher: ACM Press

Full text available: pdf(727.56 KB)   Additional Information: full citation, abstract, references, citings, index terms

A person seeking someone else's attention is normally able to quickly assess how interruptible they are. This assessment allows for behavior we perceive as natural, socially appropriate, or simply polite. On the other hand, today's computer systems are almost entirely oblivious to the human world they operate in, and typically have no way to take into account the interruptibility of the user. This paper presents a Wizard of Oz study exploring whether, and how, robust sensor-based predictions of ...

Keywords: context-aware computing, machine learning, sensor-based interfaces, situationally appropriate interaction

15 Interaction in the real world: Customizable physical interfaces for interacting with conventional applications

Saul Greenberg, Michael Boyle
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology UIST '02**
Publisher: ACM Press

Full text available: pdf(767.09 KB)
wmv(370.00 bytes) mov (370.00 bytes)   Additional Information: full citation, abstract, references, citings, index terms

When using today's productivity applications, people rely heavily on graphical controls (GUI widgets) as the way to invoke application functions and to obtain feedback. Yet we all know that certain controls can be difficult or tedious to find and use. As an alternative, a *customizable physical interface* lets an end-user easily bind a modest number of physical controls to similar graphical counterparts. The user can then use the physical control to invoke the corresponding graphical contro ...

16 Section 03: tools: Virtual video prototyping of pervasive healthcare systems   ☐

Jakob Bardram, Claus Bossen, Andreas Lykke-Olesen, Rune Nielsen, Kim Halskov Madsen
June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**
Publisher: ACM Press

Full text available: 🔓 pdf(288.64 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Virtual studio technology enables the mixing of physical and digital 3D objects and thus expands the way of representing design ideas in terms of *virtual video prototypes*, which offers new possibilities for designers by combining elements of prototypes, mock-ups, scenarios, and conventional video. In this article we report our initial experience in the domain of pervasive healthcare with producing virtual video prototypes and using them in a design workshop. Our experience has been predom ...

Keywords: design, pervasive computing, pervasive healthcare, prototyping, video, virtual studio

17 Live documents with contextual, data-driven information components   ☐

Anke Weber, Holger M. Kienle, Hausi A. Müller
October 2002 **Proceedings of the 20th annual international conference on Computer documentation SIGDOC '02**
Publisher: ACM Press

Full text available: 🔓 pdf(627.10 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We introduce the notion of a live document and we describe our concept of live documents with contextual, data driven information components. The dynamic and interactive features of live documents provide a consistent data source for multimedia presentations targeted to various audiences and multiple platforms. Therefore, they contribute to the solution of key challenges in single sourcing and repurposing. We motivate the use of live documents with sample scenarios from the field of systems docu ...

Keywords: Microsoft Office, live documents, repurposing, reverse engineering, scalable vector graphics, single sourcing, software engineering, systems documentation

18 Full papers (written in English): Performance evaluation of inference services for   ☐
ubiquitous computing

Renato F. Bulcão Neto, Maria da Graça Pimentel
November 2006 **Proceedings of the 12th Brazilian symposium on Multimedia and the web WebMedia '06**
Publisher: ACM Press

Full text available: 🔓 pdf(477.44 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Considering the current efforts to deal with performance evaluation of ubiquitous computing services, we focus on evaluating a context inference service that can be configured according to applications' reasoning requirements. After detailing a performance evaluation of a context inference service with multiple inference engines over

semantic context information, we discuss general reasoning-related issues that developers must take into account when building ontology-based ubiquitous application ...

Keywords: context-aware, ontology, performance, reasoning

19 Activity: design implications: Support for activity-based computing in a personal computing operating system
Jakob Bardram, Jonathan Bunde-Pedersen, Mads Soegaard
April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06**
Publisher: ACM Press
Full text available: pdf(3.99 MB)   Additional Information: full citation, abstract, references, index terms

Research has shown that computers are notoriously bad at supporting the management of parallel activities and interruptions, and that mobility increases the severity of these problems. This paper presents activity-based computing (ABC) which supplements the prevalent data- and application-oriented computing paradigm with technologies for handling multiple, parallel and mobile work activities. We present the design and implementation of ABC support embedded in the Windows XP operating system. Thi ...

Keywords: ABC, activity-based computing, task management, ubiquitous computing, user evaluation

20 Mobile devices: m-LOMA - a mobile 3D city map
Antti Nurminen
April 2006 **Proceedings of the eleventh international conference on 3D web technology Web3D '06**
Publisher: ACM Press
Full text available: pdf(458.46 KB)   Additional Information: full citation, abstract, references, index terms

m-LOMA, mobile LOcation-Aware Messaging Application, is designed to be a mobile portal to location-based information in cities. The user can perform textual searches to location-based content, navigate using 2D maps assisted by a GPS, and leave messages to the environment, or recognize the environment from a 3D map. The 3D map view is the key feature of the m-LOMA system. The m-LOMA client is capable of rendering photorealistic 3D city models with augmented location-based information in a ...

Keywords: 3D graphics, 3D maps, GIS, VRML, mobile computing, mobile guides, visibility

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21 New interaction devices: Implementing touchme paradigm with a mobile phone   ☐
◈ Lauri Pohjanheimo, Heikki Keränen, Heikki Ailisto·
October 2005 **Proceedings of the 2005 joint conference on Smart objects and ambient intelligence: innovative context-aware services: usages and technologies sOc-EUSAI '05**
Publisher: ACM Press
Full text available: 🗎 pdf(186.57 KB)   Additional Information: full citation, abstract, references

In earlier papers, the concept of Physical Browsing has been suggested as a natural way to improve the usability of mobile devices and to enable interaction with digital services associated with real world objects in the environment. Since mobile phones are very widely used, it offers a good platform for pervasive applications. In this paper, we realize the Physical Browsing concept using an RFID-reader. With the reader attached to the mobile phone, we invoke digital services embedded in the env ...

22 Interaction techniques for using handhelds and PCs together in a clinical setting   ☐
◈ Ole Andre Alsos, Dag Svanæs
October 2006 **Proceedings of the 4th Nordic conference on Human-computer interaction: changing roles NordiCHI '06**
Publisher: ACM Press
Full text available: 🗎 pdf(743.33 KB)   Additional Information: full citation, abstract, references, index terms

In the present study we compare interaction techniques for using handheld devices together with stationary displays in a hospital setting. A set of prototype implementations were developed and tested for a pre-surgery scenario with pairs of physicians and patients. The participants were asked to rank the interaction techniques in order of preference. The results show highest ranking for a distributed user interface where the GUI elements reside on the handheld and where the stationary display is ...

Keywords: electronic patient records, interaction techniques, mobile computing, multi-device user interfaces, ubiquitous computing, usability

23 Extending to multidimensional interfaces: Observing and adapting user behavior in   ☐
◈ navigational 3D interfaces
Augusto Celentano, Fabio Pittarello
May 2004 **Proceedings of the working conference on Advanced visual interfaces AVI '04**

Publisher: ACM Press

Full text available: pdf(253.47 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In a navigation-oriented interaction paradigm, such as desktop, mixed and augmented virtual reality, recognizing the user needs is a valuable improvement, provided that the system is able to correctly anticipate the user actions. Methodologies for adapting both navigation and content allow the user to interact with a customized version of the 3D world, lessening the cognitive load needed for accomplishing tasks such as finding places and objects, and acting on virtual devices. This work discusses ...

24 Interaction: Adaptive interaction in Web3D virtual worlds

Augusto Celentano, Michele Nodari, Fabio Pittarello

April 2004 **Proceedings of the ninth international conference on 3D Web technology Web3D '04**

Publisher: ACM Press

Full text available: pdf(395.75 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>

In recent years a number of techniques have been studied for augmenting the ease of use of 3D worlds: methodologies for adapting both navigation and content allow a user to interact with a customized 3D world; adaptable navigation paradigms offer parallel modalities for different classes of users. In both cases the goal is to reduce the cognitive load needed for interaction. This work focuses on interaction adaptivity, trying to anticipate the user behaviors by monitoring their interaction patter ...

Keywords: 3D worlds, VRML, adaptivity, agents, interaction

25 The information furnace: consolidated home control

Diomidis D. Spinellis

May 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 1

Publisher: Springer-Verlag

Full text available: pdf(488.36 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

The Information Furnace is a basement-installed PC-type device that integrates existing consumer home-control, infotainment, security and communication technologies to transparently provide accessible and value-added services. A modern home contains a large number of sophisticated devices and technologies. Access to these devices is currently provided through a wide variety of disparate interfaces. As a result, end users face a bewildering array of confusing user-interfaces, access modes a ...

Keywords: Automation, Consumer electronics, Home-control, Multi-modal interfaces

26 Interaction design methods 3: External representations in ubiquitous computing design and the implications for design tools

Steven Dow, T. Scott Saponas, Yang Li, James A. Landay

June 2006 **Proceedings of the 6th ACM conference on Designing Interactive systems DIS '06**

Publisher: ACM Press

Full text available: pdf(1.80 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

One challenge for ubiquitous computing is providing appropriate tools for professional designers, thus leading to stronger user-valued applications. Unlike many previous tool-builders' attempts to support a specific technology, we take a designer-centered stance, asking the question: how do professional designers externalize ideas for off-the-desktop computing and how do these inform next generation design tools? We report on interviews with designers from various domains, including experience, ...

Keywords: authoring tools, design practice, external representations, qualitative study, storyboarding, ubiquitous computing

27 Using knowledge to predict and manage: A goal-oriented web browser

Alexander Faaborg, Henry Lieberman

April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06**

Publisher: ACM Press

Full text available: pdf(1.68 MB)   Additional Information: full citation, abstract, references, citings, index terms

Many users are familiar with the interesting but limited functionality of Data Detector interfaces like Microsoft's Smart Tags and Google's AutoLink. In this paper we significantly expand the breadth and functionality of this type of user interface through the use of large-scale knowledge bases of semantic information. The result is a Web browser that is able to generate personalized semantic hypertext, providing a goal-oriented browsing experience.We present (1) Creo, a Programming by Example s ...

Keywords: ConceptNet, TAP, commonsense reasoning, context aware computing, data detectors, goal-oriented design, open mind, programming by example, software agents

28 Interaction techniques: Comparing two one-handed access methods on a PDA

Lei Dong, Carolyn Watters, Jack Duffy

September 2005 **Proceedings of the 7th international conference on Human computer interaction with mobile devices & services MobileHCI '05**

Publisher: ACM Press

Full text available: pdf(280.16 KB)   Additional Information: full citation, abstract, references, index terms

Users of mobile devices often need to use those devices in contexts which leave only one hand available for manipulating the device, such as holding another device or manual, walking or operating some machinery.In this paper we discuss the results of a comparison of the effectiveness, efficiency and preference users have for map navigation tasks on a PDA, where they are restricted to one handed use. One method uses a tilt sensor and touch screen and the other uses multifunction buttons and the t ...

Keywords: PDA, handheld device, input method, map navigation, one-handed, tilt

29 Evolution towards smart home environments: empirical evaluation of three user interfaces

Tiiu Koskela, Kaisa Väänänen-Vainio-Mattila

July 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 3-4

Publisher: Springer-Verlag

Full text available: pdf(265.36 KB)   Additional Information: full citation, abstract, citings, index terms

Smart home environments have evolved to the point where everyday objects and devices at home can be networked to give the inhabitants new means to control them. Familiar information appliances can be used as user interfaces (UIs) to home functions to achieve a more convenient user experience. This paper reports an ethnographic study of smart home usability and living experience. The purpose of the research was to evaluate three UIs—a PC, a media terminal, and a mobile phone—for smart ...

Keywords: Ethnographic study, Information appliances, Smart home, Usability, User interface

30 Formal models-1: Probabilistic model for contextual retrieval

Ji-Rong Wen, Ni Lao, Wei-Ying Ma

July 2004   **Proceedings of the 27th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '04**

Publisher: ACM Press

Full text available: pdf(200.19 KB)   Additional Information: full citation, abstract, references, index terms

Contextual retrieval is a critical technique for facilitating many important applications such as mobile search, personalized search, PC troubleshooting, etc. Despite of its importance, there is no comprehensive retrieval model to describe the contextual retrieval process. We observed that incompatible context, noisy context and incomplete query are several important issues commonly existing in contextual retrieval applications. However, these issues have not been previously explored and discuss ...

Keywords: contextual retrieval, probabilistic model, query expansion, query log

31 Late breaking result papers: Context photography: modifying the digital camera into a new creative tool

Sara Ljungblad, Maria Hakansson, Lalya Gaye, Lars Erik Holmquist

April 2004   **CHI '04 extended abstracts on Human factors in computing systems CHI '04**

Publisher: ACM Press

Full text available: pdf(2.21 MB)   Additional Information: full citation, abstract, references, citings, index terms

Context photography consists of capturing context when taking a picture, by sensing physical input in addition to light and representing it visually in real time. By developing this concept, we explore alternative potentials of digital cameras as everyday creative tools. We have developed two prototypes and tested them in user workshops. Based on the results of this process, we present implications of such modifications of underlying characteristics of a still camera.

Keywords: context photography, digital cameras, everyday creativity

32 Gummi: a bendable computer

Carsten Schwesig, Ivan Poupyrev, Eijiro Mori

April 2004   **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '04**

Publisher: ACM Press

Full text available: pdf(4.40 MB)   Additional Information: full citation, abstract, references, citings, index terms

Gummi is an interaction technique and device concept based on physical deformation of a handheld device. The device consists of several layers of flexible electronic components, including sensors measuring deformation of the device. Users interact with this device by a combination of bending and 2D position control. Gummi explores physical interaction techniques and screen interfaces for such a device. Its graphical user interface facilitates a wide range of interaction tasks, focused on browsin ...

Keywords: GUI, embodied interaction, flexible electronics, handheld devices, interaction design, mobile computing, smartcards

33 Multimodal architectures and frameworks: SmartKom: adaptive and flexible
multimodal access to multiple applications
Norbert Reithinger, Jan Alexandersson, Tilman Becker, Anselm Blocher, Ralf Engel, Markus
Löckelt, Jochen Müller, Norbert Pfleger, Peter Poller, Michael Streit, Valentin Tschernomas
November 2003 **Proceedings of the 5th international conference on Multimodal
interfaces ICMI '03**
Publisher: ACM Press

Full text available: 🗎 pdf(660.17 KB)   Additional Information: full citation, abstract, references, citings, index
terms

The development of an intelligent user interface that supports multimodal access to
multiple applications is a challenging task. In this paper we present a generic multimodal
interface system where the user interacts with an anthropomorphic personalized interface
agent using speech and natural gestures. The knowledge-based and uniform approach of
SmartKom enables us to realize a comprehensive system that understands imprecise,
ambiguous, or incomplete multimodal input and generates coordinated, ...

Keywords: intelligent multimodal interfaces, multiple applications, system description

34 Hypermedia semantics: Which semantic web?
Catherine C. Marshall, Frank M. Shipman
August 2003 **Proceedings of the fourteenth ACM conference on Hypertext and
hypermedia HYPERTEXT '03**
Publisher: ACM Press

Full text available: 🗎 pdf(329.99 KB)   Additional Information: full citation, abstract, references, citings, index
terms

Through scenarios in the popular press and technical papers in the research literature, the
promise of the Semantic Web has raised a number of different expectations. These
expectations can be traced to three different perspectives on the Semantic Web. The
Semantic Web is portrayed as: (1) a universal library, to be readily accessed and used by
humans in a variety of information use contexts; (2) the backdrop for the work of
computational agents completing sophisticated activities on behalf of t ...

Keywords: digital libraries, hypertext, information systems, knowledge acquisition,
knowledge representation, semantic web

35 Papers: 3D drawing: A suggestive interface for 3D drawing
Takeo Igarashi, John F. Hughes
November 2001 **Proceedings of the 14th annual ACM symposium on User interface
software and technology UIST '01**
Publisher: ACM Press

Full text available: 🗎 pdf(1.51 MB)   Additional Information: full citation, abstract, references, citings, index
terms

This paper introduces a new type of interface for 3D drawings that improves the usability
of gestural interfaces and augments typical command-based modeling systems. In our
suggestive interface, the user gives hints about a desired operation to the system by
highlighting related geometric components in the scene. The system then infers possible
operations based on the hints and presents the results of these operations as small
thumbnails. The user completes the editing operation simply by clicki ...

Keywords: 3D drawing, gestural interface, interaction technique, prediction, user
interface design

36 An introduction to sketch-based interfaces: A suggestive interface for 3D drawing

Takeo Igarashi, John F. Hughes
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(560.37 KB)   Additional Information: full citation, abstract, references

This paper introduces a new type of interface for 3D drawings that improves the usability of gestural interfaces and augments typical command-based modeling systems. In our suggestive interface, the user gives hints about a desired operation to the system by highlighting related geometric components in the scene. The system then infers possible operations based on the hints and presents the results of these operations as small thumbnails. The user completes the editing operation simply by clicki ...

Keywords: 3D drawing, gestural interface, interaction technique, prediction, user interface design

37 Navigational assistance: Interactive tracking of movable objects for the blind on the basis of environment models and perception-oriented object recognition methods

Andreas Hub, Tim Hartter, Thomas Ertl
October 2006 **Proceedings of the 8th international ACM SIGACCESS conference on Computers and accessibility Assets '06**

Publisher: ACM Press

Full text available: pdf(4.34 MB)   Additional Information: full citation, abstract, references, index terms

In previous work we have presented a prototype of an assistant system for the blind that can be used for self-localization and interactive object identification of static objects stored within 3D environment models. In this paper we present a new method for interactive tracking of various types of movable objects. The state of fixed movable objects, like doors, can be recognized by comparing the distance between sensor data and a 3D model. For the identification and model-based tracking of free ...

Keywords: blind users, impaired vision, indoor navigation, mobile computing

38 Projecting the future: Interactive environment-aware display bubbles

Daniel Cotting, Markus Gross
October 2006 **Proceedings of the 19th annual ACM symposium on User interface software and technology UIST '06**

Publisher: ACM Press

Full text available: pdf(28.27 MB)   Additional Information: full citation, abstract, references, index terms

We present a novel display metaphor which extends traditional tabletop projections in collaborative environments by introducing freeform, environment-aware display representations and a matching set of interaction schemes. For that purpose, we map personalized widgets or ordinary computer applications that have been designed for a conventional, rectangular layout into space-efficient bubbles whose warping is performed with a potential-based physics approach. With a set of interaction operators b ...

Keywords: adaptive displays, focus and context, imperceptible structured light, interaction, projectors, tabletop

39 Multimedia: Kimono: kiosk-mobile phone knowledge sharing system

Albert Huang, Kari Pulli, Larry Rudolph
December 2005 **Proceedings of the 4th international conference on Mobile and ubiquitous multimedia MUM '05**

Publisher: ACM Press
Full text available: [pdf(283.85 KB)](#)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

The functionality of an information kiosk can be extended by allowing it to interact with a smartphone, as demonstrated by the Kimono system, and the user interface can be greatly simplified by "associations" between pieces of information. A kiosk provides information that is relevant to a particular location and can use valuable context information, such as the fact that a user is physically standing in front of the kiosk, to tailor the display. Its graphically rich screen is suitable for prese ...

40 <u>Gadgets '06: Mobile navigation support for pedestrians: can it work and does it pay off?</u>
Manfred Tscheligi, Reinhard Sefelin
July 2006 **interactions**, Volume 13 Issue 4
Publisher: ACM Press
Full text available: [pdf(444.80 KB)](#)
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41 Usage and case studies: Personal souvenirs as ambient intelligent objects   ☐

◈ Elise van den Hoven, Berry Eggen

October 2005 **Proceedings of the 2005 joint conference on Smart objects and ambient intelligence: innovative context-aware services: usages and technologies sOc-EUSAI '05**

Publisher: ACM Press

Full text available: 🅐 pdf(112.18 KB)   Additional Information: full citation, abstract, references

> Recollecting memories is an important everyday activity, which can be supported in an Ambient Intelligent environment. For optimal support cues are needed that make people reconstruct their memories. The cue category that is most suitable for an Ambient Intelligent environment concerns physical objects, more specifically souvenirs. This paper shows that personal souvenirs are suitable for usage in an Ambient Intelligent recollecting application.

42 The trouble with login: on usability and computer security in ubiquitous computing   ☐

E. Bardram

November 2005 **Personal and Ubiquitous Computing**, Volume 9 Issue 6

Publisher: Springer-Verlag

Full text available: 🅐 pdf(439.96 KB)   Additional Information: full citation, abstract, index terms

> Logging in by typing usernames and passwords is by far the most common way to access modern computer systems. However, such contemporary user authentication mechanisms are inappropriate in a ubiquitous computing environment, where users constantly are accessing a wide range of different devices. This paper introduces new concepts for user authentication in ubiquitous computing, such as the notion of *proximity-based user authentication* and *silent login*. The design of these new mecha ...

> **Keywords**: Activity-based computing (ABC), Computer-supported cooperative work (CSCW), Electronic patient record (EPR), Healthcare, Hospitals, Login, Ubiquitous computing, User authentication

43 Dimensions of context: SenseMS: a user-centered approach to enrich the messaging ☐
experience for teens by non-verbal means

◈ A. K. Amin, B. T. A. Kersten, O. A. Kulyk, P. H. Pelgrim, C. M. Wang, P. Markopoulos

September 2005 **Proceedings of the 7th international conference on Human computer interaction with mobile devices & services MobileHCI '05**

Publisher: ACM Press

Full text available: 📄 pdf(340.56 KB)   Additional Information: full citation, abstract, references, index terms

This paper reports the user study and design of a concept to improve mobile messaging for teens. A study of current mobile phone use by teens (16-18) showed that, while they prefer communicating by Short Message Service (SMS), they miss expressiveness in this application. An enhanced SMS application, SenseMS, is designed to support affective communication. An evaluation of a SenseMS prototype has shown that enhancing text messages with contextual information and human embodiment can result in a ...

Keywords: SMS, avatar, mobile phone, non-verbal communication, teens, text messaging

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                                                Pattern Recognition, 2006. ICPR 2006. 18th International Conference on
                                                Volume 1, 20-24 Aug. 2006 Page(s):1252 - 1255
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                                                Image Processing, 2003. ICIP 2003. Proceedings. 2003 International Conference on
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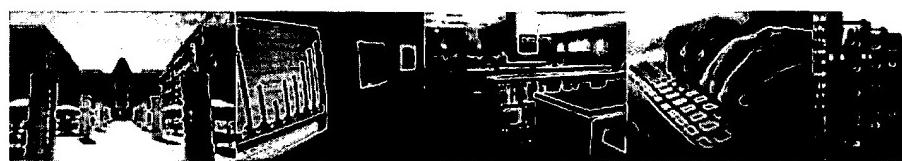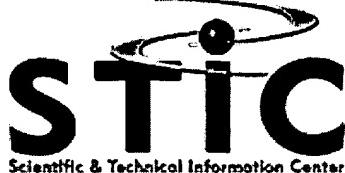   Fault-Tolerant Computing, 1997. FTCS-27. Digest of Papers., Twenty-Seventh Annual Internationa
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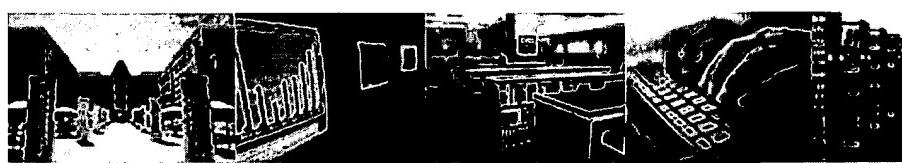
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